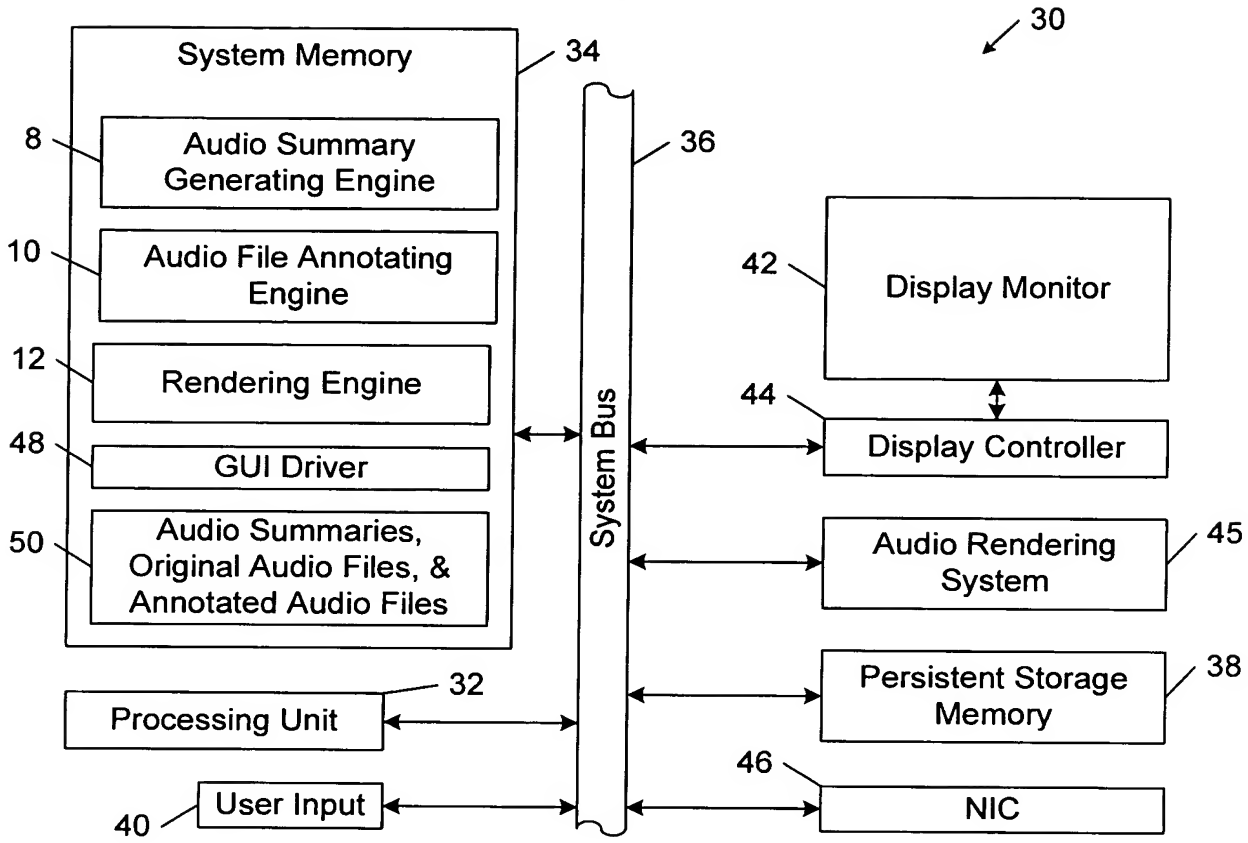
30
System Memory
34
8
Audio Summary Generating Engine
10
Audio File Annotating Engine
12
Rendering Engine
48
GUI Driver
50
Audio Summaries, Original Audio Files, & Annotated Audio Files
36
System Bus
42
Display Monitor
44
Display Controller
Audio Rendering System
45
Persistent Storage Memory
38
32
Processing Unit
46
NIC
40
User Input

FIG. 1

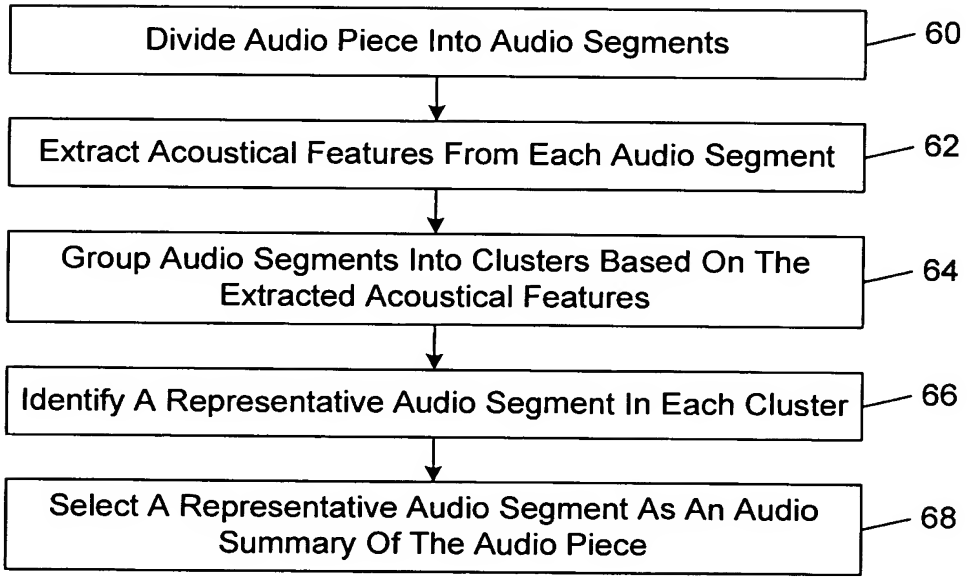
Divide Audio Piece Into Audio Segments
60
Extract Acoustical Features From Each Audio Segment
62
Group Audio Segments Into Clusters Based On The Extracted Acoustical Features
64
Identify A Representative Audio Segment In Each Cluster
66
Select A Representative Audio Segment As An Audio Summary Of The Audio Piece
68

FIG. 2

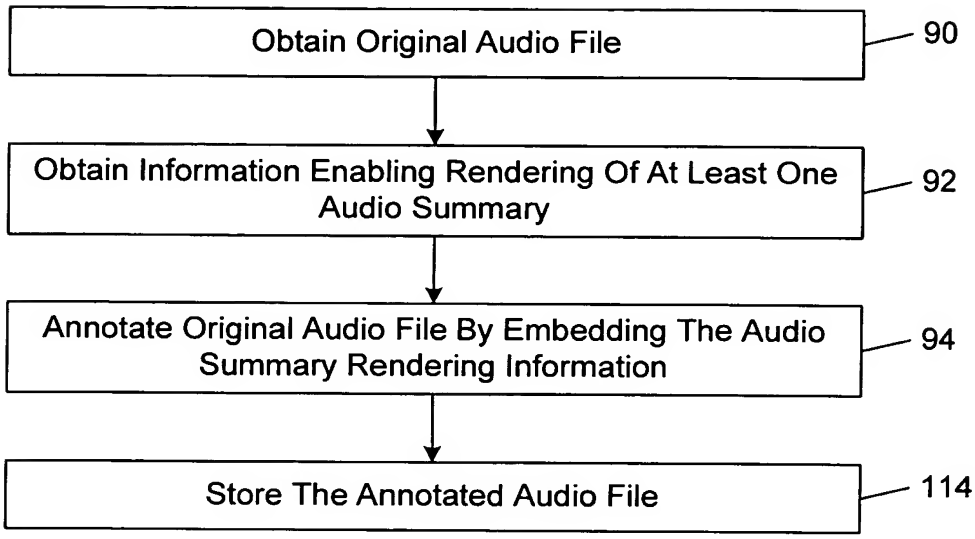

FIG. 3

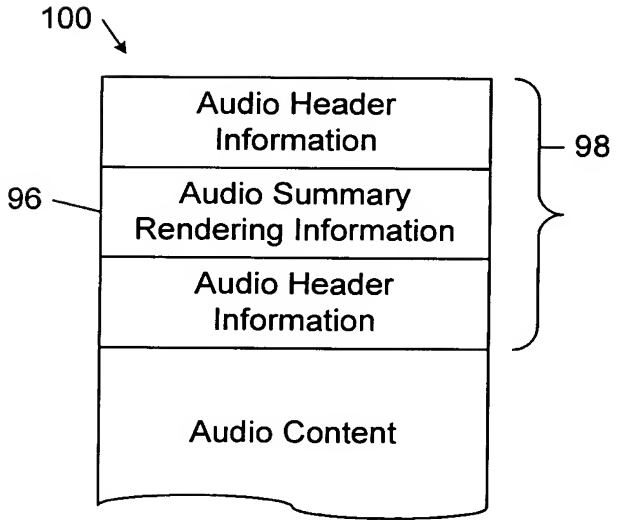

FIG. 4A

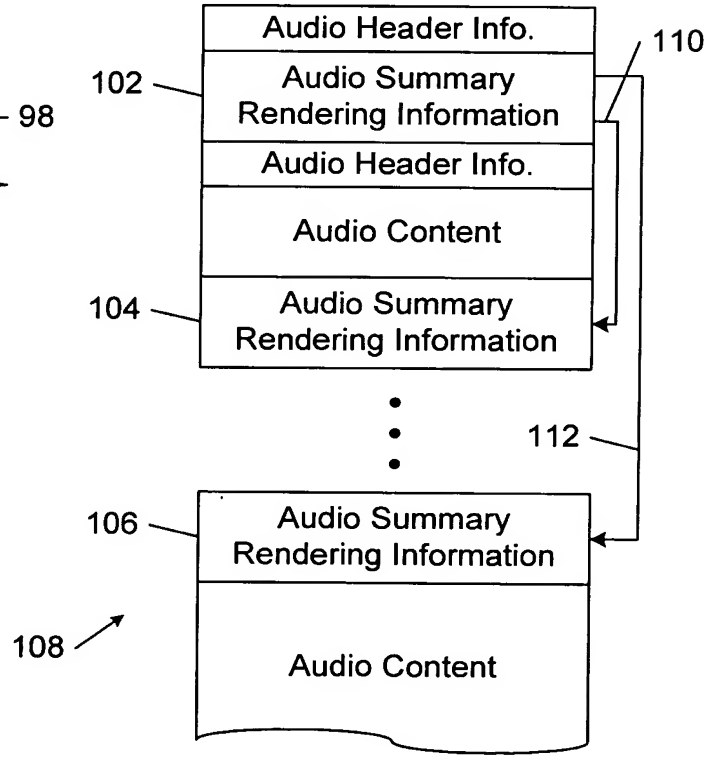

FIG. 4B

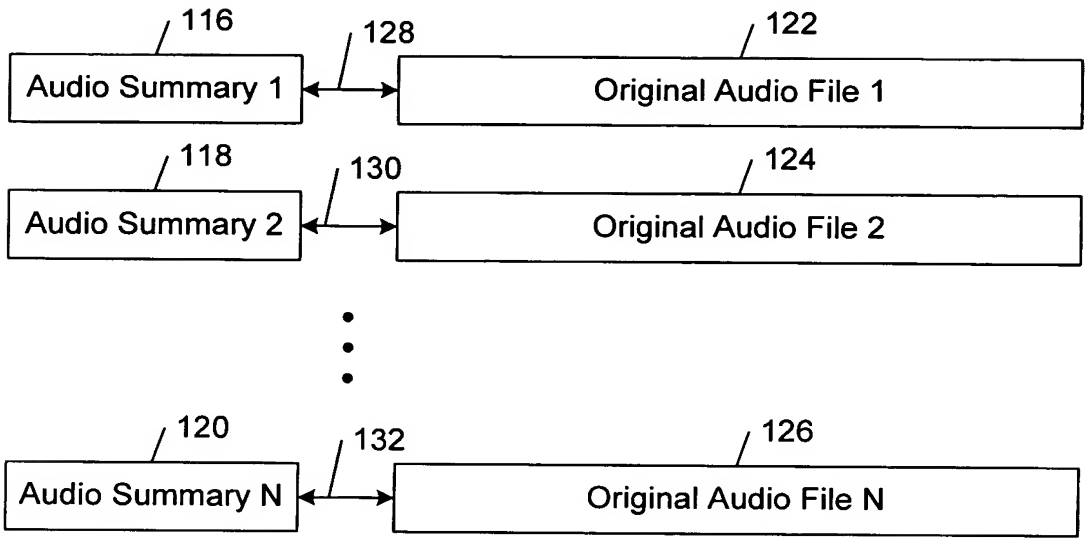
116
128
122
Audio Summary 1
Original Audio File 1
118
130
124
Audio Summary 2
Original Audio File 2
120
132
126
Audio Summary N
Original Audio File N

FIG. 5

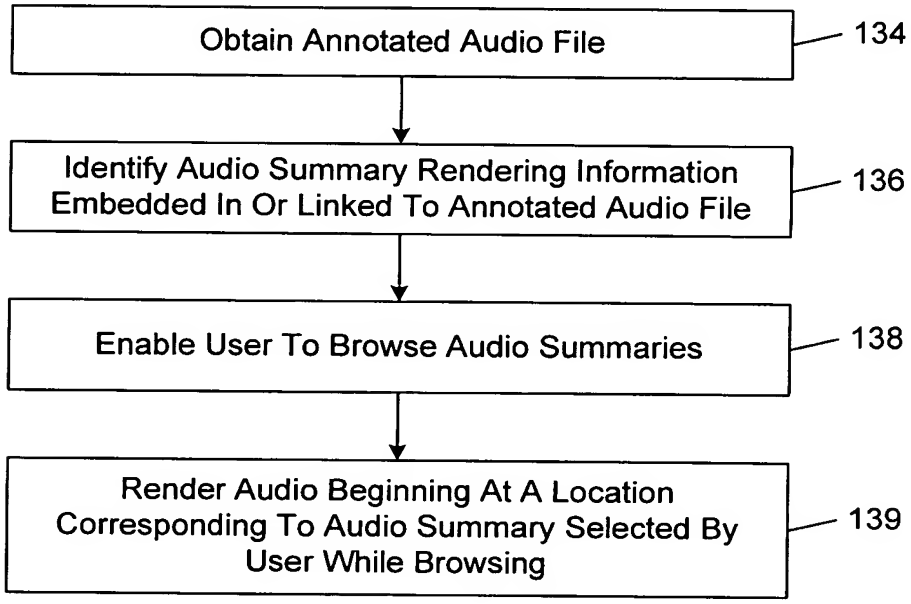
Obtain Annotated Audio File
134
Identify Audio Summary Rendering Information Embedded In Or Linked To Annotated Audio File
136
Enable User To Browse Audio Summaries
138
Render Audio Beginning At A Location Corresponding To Audio Summary Selected By User While Browsing
139

FIG. 6

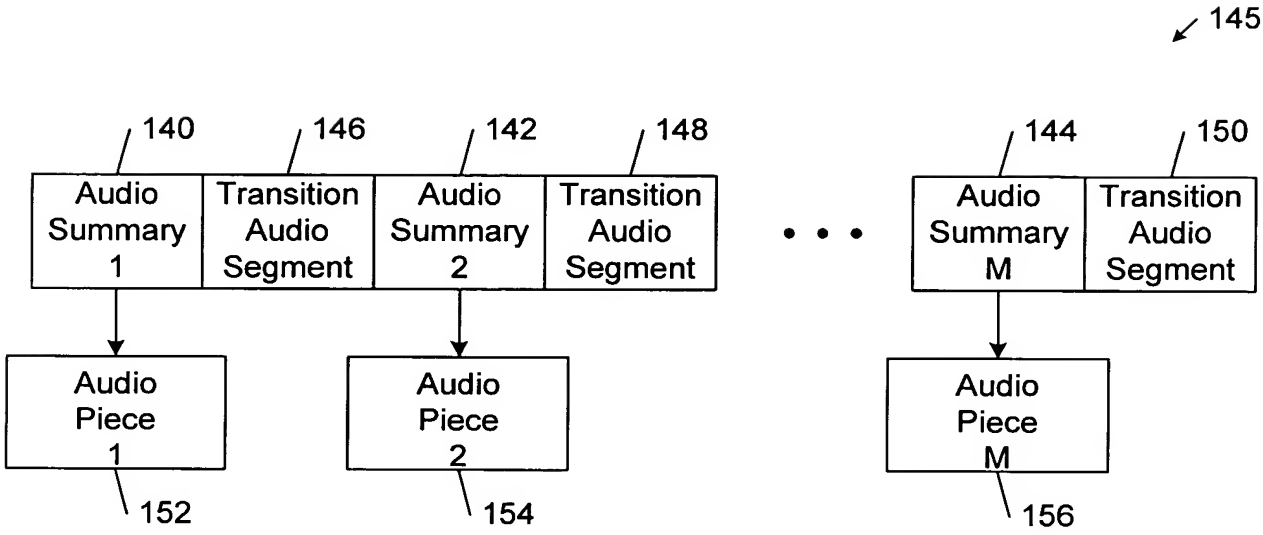
145
140
146
142
148
144
150
Audio Summary 1
Transition Audio Segment
Audio Summary 2
Transition Audio Segment
Audio Summary M
Transition Audio Segment
Audio Piece 1
Audio Piece 2
Audio Piece M
152
154
156

FIG. 7

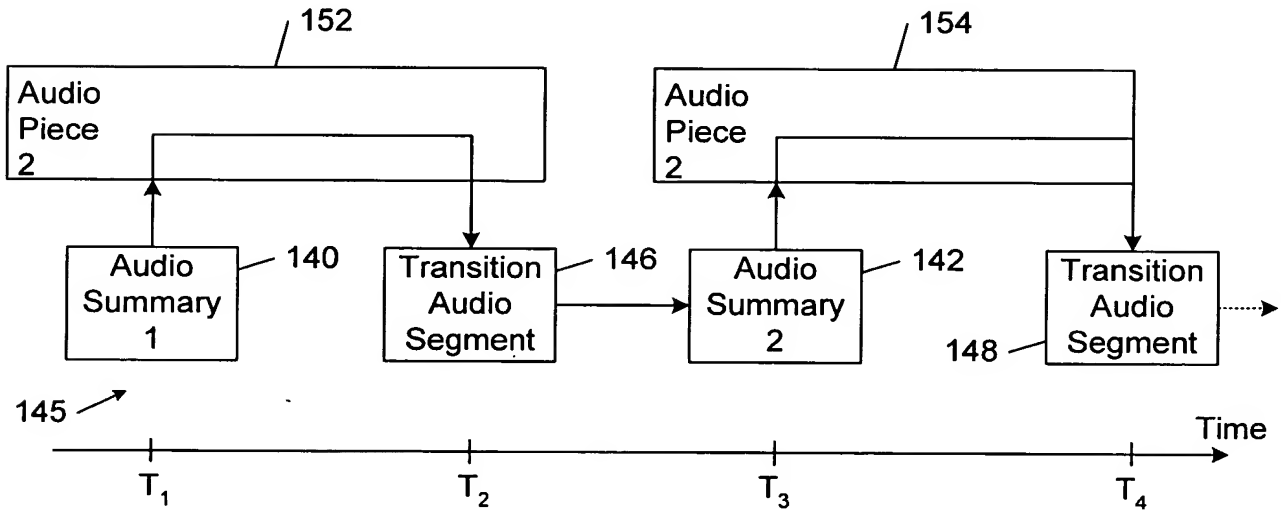
152
154
Audio Piece 2
Audio Piece 2
Audio Summary 1
140
Transition Audio Segment
146
Audio Summary 2
142
Transition Audio Segment
148
145
Time
T_1
T_2
T_3
T_4

FIG. 8